

## **In the Claims:**

The claim listing is as follows:

1. (Currently Amended) An entrance-exchange structure, comprising:

a house, wherein the house comprises a computer casino;

at least one player's initial betting capital; and

scrip redeemable at a vendor;

a game of uncertain outcome adapted to be played by at least one player, wherein the computer casino ~~a house~~ is adapted to pay a player of the at least one player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the currency is cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor, further wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome, wherein the computer casino ~~house~~ only pays the player the scrip each time the player wins the game of uncertain outcome, and wherein the total market value of the take home currency provided to the players by the computer casino ~~entrance-exchange structure~~ is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure, and wherein the at least one player interacts with the computer casino over a data communication medium directly connected to the computer casino.

2. (Original) The entrance-exchange structure of claim 1,

wherein at least one vendor exists such that the at least one vendor is selected from the group consisting of a house vendor, N outside vendors such that N is at least 1, and the house

vendor plus the N outside vendors;

wherein if the at least one vendor includes the house vendor, then a player may exchange a portion of the scrip at a scrip-to-items exchange rate  $E^{S \rightarrow I}_0$  for at least one item provided by the house vendor; and

wherein if the at least one vendor includes the N outside vendors, then the player may exchange the scrip with the outside vendor  $V_i$  at a scrip-to-items exchange rate  $E^{S \rightarrow I}_i$  for at least one item provided by the outside vendor  $V_i$  such that i is selected from the group consisting of 1, 2, ..., and N, and

the outside vendor  $V_i$  may exchange the scrip with the house for cash at the scrip-to-cash exchange rate  $E^{S \rightarrow C}_i$  such that i is selected from the group consisting of 1, 2, ..., and N.

3. (Original) The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the house vendor.

4. (Original) The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the N outside vendors.

5. (Original) The entrance-exchange structure of claim 2, wherein the at least one vendor consists of the house vendor plus the N outside vendors.

6. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then two or more outside vendors of the N outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

7. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S \rightarrow I}_i$  is independent of i such that  $E^{S \rightarrow I}_i$  is constant, for  $i = 1, 2, \dots$ , and N.
8. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S \rightarrow C}_i$  is independent of i such that  $E^{S \rightarrow C}_i$  is constant, for  $i = 1, 2, \dots$ , and N.
9. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.
10. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.
11. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.
12. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive sum game in

relation to a subset of the N outside vendors.

13. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive participant game in relation to a subset of the N outside vendors.

14. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

15. (Previously Presented) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then  $\Phi_{P,0} > 0$ , and wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor.

16. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then  $\Phi_{H,0} > 0$ , and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the house vendor.

17. (Previously Presented) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then  $\Phi_{P,0} > 0$  and  $\Phi_{H,0} > 0$ , wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor, and wherein  $\Phi_{H,0}$  is a percent profit for the house

when functioning as the house vendor.

18. (Previously Presented) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive sum game in relation to the house vendor such that  $\Phi_{H,0} > 0$ , wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the house vendor.

19. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive participant game in relation to the house vendor.

20. (Original) The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

21. (Original) The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

22. (Previously Presented) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that in the takehome the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

23. (Original) The entrance-exchange structure of claim 22, wherein P does not exceed 50.
24. (Previously Presented) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the takehome of the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.
25. (Currently amended) The ~~method~~ entrance-exchange structure of claim 24, wherein if the at least one vendor includes the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $E^{S \rightarrow I}_0$ .
26. (Original) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.
27. (Original) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.
28. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

29. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

30. (Original) The entrance-exchange structure of claim 29, wherein S/C is constant.

31. (Original) The entrance-exchange structure of claim 1, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

32. (Original) The entrance-exchange structure of claim 1, wherein the betting by the player comprises betting by bettable scrip.

33. (Original) The entrance-exchange structure of claim 32, wherein the bettable scrip is conditionally bettable.

34. (Canceled)

35. (Canceled)

36. (Currently amended) The entrance-exchange structure of claim 1 ~~35~~, wherein the ~~player~~

~~interacts with the computer casino over a data communication medium~~ is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network, ~~and a combination thereof.~~

37. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a casino game.

38. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

39. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a game of chance.

40. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a game of skill.

41. (Currently Amended) A computer-implemented method of executing an entrance-exchange structure, comprising:

providing at least one player's initial betting capital;

providing a scrip redeemable at a vendor;

participating in a game of uncertain outcome by ~~a first party selected from the group consisting of~~ at least one player and a house, wherein the house is a computer casino;

interacting, by the at least one player, with the computer casino over a data communication medium directly connected to the computer casino;

wherein the game of uncertain outcome is being played by the player and managed by the computer casino, wherein ~~a house~~ the computer casino is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome, and wherein the actual amount of currency comprises cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor, wherein the computer casino ~~house~~ only pays the player the scrip each time the player wins the game of uncertain outcome, and wherein the total market value of the take home currency provided to the players by the computer casino ~~entrance-exchange structure~~ is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure; and

dealing with the scrip by the first party, wherein if the first party is the player then the dealing by the player comprises receiving from the computer casino ~~house~~ the takehome for the win, and wherein if the first party is the computer casino ~~house~~ then the dealing by the computer casino ~~house~~ comprises giving to the player the takehome for the win.

42. (Original) The method of claim 41,

wherein at least one vendor exists such that the at least one vendor is selected from the group consisting of a house vendor, N outside vendors such that N is at least 1, and the house vendor plus the N outside vendors;

wherein if the at least one vendor includes the house vendor, then a player may exchange a portion of the scrip at a scrip-to-items exchange rate  $E^{S \rightarrow I}_0$  for at least one item provided by the house vendor; and

wherein if the at least one vendor includes the N outside vendors, then the player may exchange the scrip with the outside vendor  $V_i$  at a scrip-to-items exchange rate  $E^{S \rightarrow I}_i$  for at least one item provided by the outside vendor  $V_i$  such that i is selected from the group consisting of 1, 2, ..., and N, and

the outside vendor  $V_i$  may exchange the scrip with the house for cash at the scrip-to-cash exchange rate  $E^{S \rightarrow C}_i$  such that i is selected from the group consisting of 1, 2, ..., and N.

43. (Original) The method of claim 42, wherein the at least one vendor consists of the house vendor.

44. (Original) The method of claim 42, wherein the at least one vendor consists of the N outside vendors.

45. (Original) The method of claim 42, wherein the at least one vendor consists of the house vendor plus the N outside vendors.

46. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then two or more outside vendors of the N outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

47. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S \rightarrow I}_i$  is independent of i such that  $E^{S \rightarrow I}_i$  is constant, for  $i = 1, 2, \dots$ , and N.

48. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S \rightarrow C}_i$  is independent of i such that  $E^{S \rightarrow C}_i$  is constant, for  $i = 1, 2, \dots$ , and N.

49. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

50. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

51. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

52. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive sum game in relation to a subset of the N outside vendors.

53. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors, then the game of uncertain outcome is a positive participant game in relation to a subset of the N outside vendors.

54. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

55. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor then  $\Phi_{P,0} > 0$ , and wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor.

56. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor then  $\Phi_{H,0} > 0$ , and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the house vendor.

57. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor then  $\Phi_{P,0} > 0$  and  $\Phi_{H,0} > 0$ , wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor, and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the house vendor.

58. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive sum game in relation to the house vendor such that  $\Phi_{H,0} > 0$ .

59. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive participant game in relation to the house vendor.

60. (Original) The method of claim 42, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

61. (Original) The method of claim 42, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

62. (Previously Presented) The method of claim 42, wherein the house is adapted to guarantee that the takehome of the player is adjusted so the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital wherein the takehome is

the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

63. (Original) The method of claim 62, wherein P does not exceed 50.

64. (Previously Presented) The method of claim 42, wherein the house is adapted to guarantee that the takehome from the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

65. (Original) The method of claim 64, wherein if the at least one vendor includes the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $E^{S \rightarrow I}_0$ .

66. (Original) The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

67. (Original) The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

68. (Original) The method of claim 42, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ ,

wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

69. (Original) The method of claim 41, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of  $C$  dollars of cash and  $S$  units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

70. (Original) The method of claim 69, wherein  $S/C$  is constant.

71. (Original) The method of claim 41, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

72. (Original) The method of claim 41, wherein the betting by the player comprises betting by bettable scrip.

73. (Original) The method of claim 72, wherein the bettable scrip is conditionally bettable.

74. (Canceled)

75. (Canceled)

76. (Currently amended) The method of claim 41[[75]], wherein the ~~player interacts with the computer casino over a~~ data communication medium is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network, ~~and a combination thereof.~~

77. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a casino game.

78. (Original) The method of claim 41, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

79. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a game of chance.

80. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a game of skill.

81 – 92. (Canceled)

93. (Currently Amended) An entrance-exchange structure, comprising:

at least one player's initial betting capital;

scrip redeemable at a vendor;

a house, wherein the house comprises a computer casino; and

a scrip-to-items exchange rate  $E^{S \rightarrow I}_i$  and a scrip-to-cash exchange rate  $E^{S \rightarrow C}_i$ , such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ :

wherein  $N$  is at least 1;

wherein the at least one player interacts with the computer casino over a data communication medium directly connected to the computer casino;

wherein a game of uncertain outcome is adapted to be played by a player by betting at least one player's initial betting capital, and wherein the game of uncertain outcome is managed by the computer casino;

wherein a ~~the computer casino~~ house is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain;

wherein the currency comprises cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor;

wherein the ~~computer casino~~ house only pays the player the scrip each time the player wins the game of uncertain outcome;

wherein  $N$  outside vendors exist;

wherein the total market value of the take home currency provided to the players by the ~~entrance-exchange structure~~ computer system is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure;

wherein the player may exchange the scrip with the outside vendor  $V_i$  at the scrip-to-items exchange rate  $E^{S \rightarrow I}_i$  for at least one item provided by the outside vendor  $V_i$  such that  $i$  is greater than or equal to 1; and

wherein the outside vendor  $V_i$  may exchange the scrip for cash at the scrip-to-cash exchange rate  $E^{S \rightarrow C}_i$  such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ .

94. (Original) The entrance-exchange structure of claim 93, wherein two or more outside vendors of the  $N$  outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

95. (Original) The entrance-exchange structure of claim 93, wherein  $N$  is at least 2 and  $E^{S \rightarrow I}_i$  is independent of  $i$  such that  $E^{S \rightarrow I}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

96. (Original) The entrance-exchange structure of claim 93, wherein  $N$  is at least 2 and  $E^{S \rightarrow C}_i$  is independent of  $i$  such that  $E^{S \rightarrow C}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

97. (Original) The entrance-exchange structure of claim 93, wherein  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

98. (Original) The entrance-exchange structure of claim 93, wherein  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$

is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

99. (Original) The entrance-exchange structure of claim 93, wherein  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

100. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

101. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive participant game in relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

102. (Original) The entrance-exchange structure of claim 93, wherein two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

103. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

104. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

105. (Previously Presented) The entrance-exchange structure of claim 93, wherein the house is

adapted to guarantee the takehome of the player so that the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

106. (Original) The entrance-exchange structure of claim 105, wherein P does not exceed 50.

107. (Previously Presented) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the takehome from the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent to the takehome.

108. (Previously Presented) The entrance-exchange structure of claim 107, wherein if the at least one vendor includes a house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $E^{S \rightarrow I}_0$ .

109. (Original) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

110. (Original) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

111. (Original) The entrance-exchange structure of claim 93, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

112. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

113. (Original) The entrance-exchange structure of claim 112, wherein  $S/C$  is constant.

114. (Original) The entrance-exchange structure of claim 93, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

115. (Original) The entrance-exchange structure of claim 93, wherein the betting by the player comprises betting by bettable scrip.

116. (Original) The entrance-exchange structure of claim 115, wherein the bettable scrip is conditionally bettable.

117. (Canceled)

118. (Canceled)

119. (Currently amended) The entrance-exchange structure of claim 93[[118]], wherein the ~~player interacts with the computer casino over a~~ data communication medium is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network, ~~and a combination thereof.~~

120. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a casino game.

121. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

122. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a game of chance.

123. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a game of skill.

124. (Currently Amended) A computer-implemented method of executing an entrance-exchange structure, comprising:

providing at least one player's initial betting capital;

providing a computer casino house;

providing a scrip redeemable at a vendor;

dealing with a scrip-to-items exchange rate  $E^{S \rightarrow I}_i$  and dealing with a scrip-to-cash exchange rate  $E^{S \rightarrow C}_i$ , such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ :

wherein  $N$  is at least 1;

wherein a game of uncertain outcome is adapted to be played by ~~a~~ the at least one player interacting with the computer casino over a data communication medium directly connected to the computer casino, wherein the computer casino is adapted to manage the game of uncertain outcome;

wherein the computer casino ~~a house~~ is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome;

wherein the currency comprises cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor;

wherein the computer casino ~~house~~ only pays the player the scrip each time the player wins the game of uncertain outcome;

wherein  $N$  outside vendors exist;

wherein the total market value of the take home currency provided to the players by the

~~entrance-exchange structure~~ house is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure;

wherein dealing with the scrip-to-items exchange rate  $E^{S \rightarrow I}_i$  comprises permitting, by outside vendor  $V_i$ , the player to exchange the scrip with the outside vendor  $V_i$  at the scrip-to-items exchange rate  $E^{S \rightarrow I}_i$  for at least one item provided by the outside vendor  $V_i$  such that  $i$  is greater than or equal to 1; and

wherein dealing with the scrip-to-cash exchange rate  $E^{S \rightarrow C}_i$  comprises exchanging scrip from the outside vendor  $V_i$  for cash at the scrip-to-cash exchange rate  $E^{S \rightarrow C}_i$  such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ .

125. (Original) The method of claim 124, wherein two or more outside vendors of the  $N$  outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

126. (Original) The method of claim 124, wherein  $N$  is at least 2 and  $E^{S \rightarrow I}_i$  is independent of  $i$  such that  $E^{S \rightarrow I}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

127. (Original) The method of claim 124, wherein  $N$  is at least 2 and  $E^{S \rightarrow C}_i$  is independent of  $i$  such that  $E^{S \rightarrow C}_i$  is constant, for  $i = 1, 2, \dots$ , and  $N$ .

128. (Original) The method of claim 124, wherein  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

129. (Original) The method of claim 124, wherein  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent profit

for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

130. (Original) The method of claim 124, wherein  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

131. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

132. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive participant game in relation to the outside vendor  $V_i$  for  $i = 1, 2, \dots$ , and  $N$ .

133. (Original) The method of claim 124, wherein two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and  $N$ .

134. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

135. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

136. (Previously Presented) The method of claim 124, wherein the house is adapted to guarantee

that the takehome of player cannot lose more than P percent of the player's initial betting capital, and wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

137. (Original) The method of claim 136, wherein P does not exceed 50.

138. (Previously Presented) The method of claim 124, wherein the house is adapted to guarantee that the takehome of the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

139. (Previously Presented) The method of claim 138, wherein if the at least one vendor includes a house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $E^{S \rightarrow I}_0$ .

140. (Original) The method of claim 124, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

141. (Original) The method of claim 124, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

142. (Original) The method of claim 124, wherein if the at least one vendor includes the N outside vendors then the house is adapted to guarantee that two and only two of  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive, wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor  $V_i$ , wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots$ , and N.

143. (Original) The method of claim 124, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

144. (Original) The method of claim 143, wherein  $S/C$  is constant.

145. (Original) The method of claim 124, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

146. (Original) The method of claim 124, wherein the betting by the player comprises betting by bettable scrip.

147. (Original) The method of claim 146, wherein the bettable scrip is conditionally bettable.

148. (Canceled)

149. (Canceled)

150. (Currently amended) The method of claim 124[[149]], wherein the ~~player interacts with the computer casino over a~~ data communication medium is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network, ~~and a combination thereof.~~

151. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a casino game.

152. (Original) The method of claim 124, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

153. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a game of chance.

154. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a game of skill.

155. (Currently amended) An entrance-exchange structure, comprising:

at least one participant's initial betting capital;  
a house, wherein the house comprises a computer casino;  
scrip, wherein the scrip comprises a virtual currency that is redeemable at a vendor; and  
an activity of uncertain outcome, managed by the computer casino and adapted for the at  
least one participant, wherein the at least one participant interacts with the computer casino over  
a data communication medium directly connected to the computer casino, wherein a the  
computer casino house is adapted to pay a participant of the at least one participant a takehome  
in a currency for at least one potential outcome of the activity of uncertain outcome, based on  
entrance by the participant in relation to the activity, and wherein the currency is selected from  
the group consisting of cash plus scrip and scrip, further wherein the takehome is the actual  
amount of the currency received from the game of uncertain outcome owed to the player from  
entering the game of uncertain outcome, wherein the computer casino only pays the at least one  
participant each time the at least one participant wins the game of uncertain outcome, and  
wherein the total market value of the take home currency provided to the players by the  
computer casino is greater than or equal to the total market value of the currency bet by the  
players of the entrance-exchange structure.

156. (Original) The entrance-exchange structure of claim 155, wherein the activity comprises a game.

157. (Original) The entrance-exchange structure of claim 156, wherein the participant comprises a player.

158. (Original) The entrance-exchange structure of claim 156, wherein the entrance comprises a placing of a bet.

159. (Original) The entrance-exchange structure of claim 156, wherein the entrance comprises a payment of a fee.

160. (Original) The entrance-exchange structure of claim 156, where the at least one potential outcome comprises a win of the game.

161. (Original) The entrance-exchange structure of claim 156, wherein the game comprises a game of chance.

162. (Original) The entrance-exchange structure of claim 156, wherein the game comprises a game of skill.

163. (Original) The entrance-exchange structure of claim 155, wherein the entrance comprises an action.

164. (Original) The entrance-exchange structure of claim 163, wherein the action satisfies one or more criteria.